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Number 20

October 17, 1981

Hoof & Mouth is published every 4th week by Donald L. Sigwalt, 125 Hebard St., Roch., NY 14605. Phone: (716) 232-1879. It is dedicated to serving the Postal Diplomacy hobby by providing well run games along with (at least once in a while) articles, news and letters concerning the hobby. The subscription rate is 55¢ per issue. Game fees are \$2.50 per game.

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Circulation: Paid-11; Trade-13

Game Openings?

YES

RAMBLINGS

HELLO PEOPLE! Here I am again trying to put out yet another issue of Hoof & Mouth. I hope this one comes out on schedule. There's only a couple days left and I've got only one half page typed. Thanks to a couple last minute letters this issue should be much the same as those before it. If y'all want a bigger letter column next time you have to write to me. Speaking of writing, I need some more articles fellas!

Hobby News? I rec'd Zimiamvia 4 in which Rod Walker announces that (sic) "DIPLOMACY WORLD will no longer use the services of Robert Sacks in compiling and distributing the Known Game Openings list." However, I don't think Robert has resigned his 'post'. It seems that Rod has more or less 'fired' Robert. But can he really stop Sacks from doing what he's been doing? (BY that I mean can Walker stop Sacks from publishing KGO?) I really wouldn't be surprised if the hobby ends up with TWO lists of known game openings. And if that does happen I don't see what would be wrong with it. Who's to say Walker would do a better job than Sacks or visa-versa? Not me. As I see it the hobby would actually benefit from two such lists. What one misses the other probably wouldn't. I just think it's too bad Rod and Robert can't co-operate on this FOR THE GOOD OF THE HOBBY just as John Daly and Kathy Byrne did on the orphan service. Anyway I like the forms Rod sent along with his 'corrected' KGO list.

The new game I wanted to join hasn't started yet. I'll be patient though. There's still a couple spots open so if any of you want to try and tackle the old master just write to Gerald Austin (Kleptomania), P.O. Box 40123, St. Petersburg, Florida 33743. I'm sure he'll send you a sample containing all the info you need. (Be sure to send him a stamp and give him a break.) C'mon guys - some of you must have enough backbone to challenge me. Maybe someday the International game in Bohemian Rhapsody will start. Dick Martin's Retaliation has game openings. Hopefully I'll be guest GMing one and playing in another. (I wanted to play in the one I gGM to make things easier but Dick won't let me do that.)

R1 and R2 are still going on. I made it up to 4 centers in R1. I think that's my peak but I'm not sure. I could have been at 5 way back in '01 or '02. I doubt I can go much higher in that game though. We have a LETTER PAGE this time so I don't have to let Mills win in R2. Guess I just have to keep hanging on.

Haven't done as much travelling as last month. It's getting too cold for parks now. I did go see 'Raiders of the Lost Ark' last week. Now that was a good movie. I had a night out with Angel and Frankie Jr. (two guys I work with). We played some pool, pinball and space invader type games.

My brother Billy was home for about 10 days. Fresh out of Boot Camp. When we first saw him, me and my sister didn't recognize him. He's somewhere in North Carolina now training to be an accountant of some kind. Somehow that doesn't fit the image of a tough Marine. He's class leader though and could be lance corporal by December. Angie's father enjoyed it when Billy was here because he was a Marine over 20 years ago.

Rod - I will continue to send you updates but will most likely also send them to Sacks. Alan

RAMBLINGS CONT.

Speaking of fathers, mine is in the hospital. Going on four weeks now. I assume it's his liver. He seems to be getting better now, but has a lot of weight to put back on. My car's been pretty good to a point. Put a new starter in. Changed the oil. That one door and the tailgate window are still not working. Been leaking water. And yesterday that damn alternator light came on again. I just put one in last month. I'm gonna try a new voltage regulator. This time and hope it works. Oh, I changed the plugs, points, and condenser the other day. All I need now is a tach & dwell and timing light to finish the tune-up.

I've been looking for a weekend job to supplement my income. No luck yet. I did get a raise at Phil's though. \$4.50 an hour now. When I started 3 years ago I made \$2.65.

Me and Angie are doing fine now. I hope we stay that way for awhile. She's got her own bedroom now. She used to sleep with her two sisters but the oldest wanted the room to herself so Angie and the youngest (Miranda) kicked the two youngest boys out of their bedroom and moved in. We covered all the holes in the walls and ceiling and painted it blue. It looks nice now.

I guess that covers everything (except my new phone number: (716) 232-1879.)

A STAB AT TURKEY

by Donald Sigwalt

A few issues back I mentioned the fact that I like how-to Dip articles. I hinted that sometime I'd like to try to write a few myself but because of my limited playing experience I only felt qualified to write about Turkey. I said I'd like to save that subject for a later time and now that time has arrived so I'm going to take a stab at Turkey...

First of all, every would be Sultan should be aware that Turkey has a much coveted corner position at the start of the game. It's true that in the beginning the corner is a small one, but it is much better than no corner at all. Every Turk should take very good care of his little corner. He should handle it with care and nurture it so it will grow into a full fledged corner position one day.

There are 2 key provinces Turkey must control in order for its empire to grow. These are the Ionian Sea and Sevastopol. I say this because 1) the Ionian is the funnel through which Turkish units will descend on Italy and the Western Med; and 2) control of Sevastopol aids in the control of the Balkans and Austria-Hungary and leads to control of Mos & War. After that you need only one center to win - and you have your pick of Mar, Mun, Ber or StP.

Since one of these key spaces is a body of water and the other is a land province I believe that in the long run Turkey's strength must be divided about equally between armies and fleets. I remember hearing (maybe I said it myself) that Turkey is a sea power. This is true to a certain point only. As with any other Great Power fleets can only do so much. Turkey cannot ignore the Balkans and Austrian centers if he wants to do good and armies are certainly more useful than fleets when it comes to grabbing those dots.

Let's get down to cases: In my book Russia is #1 on Turkey's blacklist. After all, Sevastopol, that key province, is Russian and I doubt the Tsar is going to let it go without a fight. But with Austrian help he should be no real trouble. Yes, I say Turkey should court Austria first. But don't get too cozy with Herr Chancellor - you should be setting him up for a stab almost from the beginning. Herein lies a problem - defeating Russia and stabbing Austria will take some time and during that time something has to be done with Italy. You don't want to ally with him too early - he might get too big to handle. You will need him as an ally against Austria and you certainly don't want him sailing your throat so you have to at least be nice to him. Keep in mind that he's your future victim too (although probably your last) and you don't want to see him get too big. I guess the best thing is an early I/A war where neither comes out ahead. That way Italy's growth is stunted and Austria will be more eager to ally with you vs. the Russian.

Well, that's the basic game plan according to Sultan Sigwalt. I've started 2 postal games as Turkey with this strategy in mind. In the first, R2, in Retaliation, I allied with Austria and got as far as Sev and Mos then lost Bul when Herr Chancellor Mills stabbed me. That was the first game I played from the beginning so I can chalk that one up to inexperience. Oh, by the way, I haven't given up hope on that game yet....my 3 Turkish centers are still

TURKISK STAB CONT.

holding out and it's 1914. Never say die when you're Turkey!

In the second game I did a little better. I also used a little originality in my S '01 diplomacy. While it's not always easy or possible to get someone to ally with you right away - it is usually very easy to get someone to attack you. Believe it or not this can be a useful ploy. In this 2nd game I again wanted to attack Russia with Austrian support. I figured the best way to get an edge on the Tsar was to gain his trust enough so that I could slip into Bla and Arm without being bounced. The problem was to get his trust before he wrote his S '01 orders. Now logically, the only way a Russian will trust a Turk that early is if the Russian knows the Turk is going to attack the Austrian for sure. Looking at it this way the solution was simple: all I had to do was show Russia I was a crazed fool bent on destroying Austria. I told Russia I had come across the Austrian before and there was no way in hell I'd work with him. But as added security, when I wrote to I, E, F, & G I fed them the same story. Was that enough? No way! I left no stone unturned - my sole pre S '01 communication to Austria was a post card that said, "I've heard all about you before and know all of your tricks. There's no way I'll ally with you." Now Austria could only believe I was weird and out to get him. So he goes to Russia and pleads for help against the strange Sultan. So the Tsar can only believe that an A/T war is in the making. He thinks to himself, "Goody-goody, I got it made" and moves his fleet to Rumania. Figuring there's no need to provoke anyone he straddles the fence staying out of both Bla and Gal. So my S '01 moves all succeeded and I was in Bul, Bla and Arm. The rest was easy. I was in no danger from Austria - I mean what could he do to me in S '01? Anyway, a press release with my spring 1901 orders apologized for the poison pen campaign against Austria and said it was only a cover up to hide my anti-Russian intentions. This press release, my anti-Russian moves and my subsequent letters to Austria healed all wounds and Russia was totally wiped out by the end of 1902. In the beginning of 1903 I stabbed Austria who was then attacking Italy & Munich. I rose to a peak of 11 centers (Turkey, the Balkans, Austria and Sev) but England won the game when he stabbed his French ally who refused to fight back. I still had 9 or 10 centers at the end, England had 18 or more and France had the rest.

Well, I guess I've used up enough space for now. Hope you liked it!!

LETTERS AND OTHER ASSORTED FILLER

From Jim Meinel, 22440 Benson Road SE #E-3, Kent, Washington 98031:

Here's \$5 for a sub, you really should start it with the last issue as I was intending to sub to H&M. Your zine is one of the better ones in that you're pubbing what you want to publish, which makes the end product funner. Sorry but I just started another quarter of night school so I don't have any time for new games. And as for stability after marriage, heh, heh, ha, ha (fade from hysterical laughter in background).

((Oh, oh! DLS))

1980 AB: NEW AUSTRIAN REGIME TAKES OVER AS ITALY SLEEPS AND ENGLAND DOESN'T NMR:

Winter 1909: Austria(Martin): Builds F Tri, A Vie, A Bud
England(Lew): No builds received

Spring 1910:

Austria(Martin): A Ukr-Mos, A Lvn-StP, A Pru-Ber, A Ber-Kie, A Sil S A Boh-Mun, A Mun-Ruh, A Boh-Mun, A Tyr S A Boh-Mun, A Pie S ITALIAN A Mar, A Tus H, F Aeg-Ion, F Tri-Adr, F WMed S ITALIAN F MAO, A Vie-Boh, A Bud-Tri
England(Lew): F Nwy-NWS, F Ska-Nth, F Den-Bal, A Swe-Den, A Bur S A Par-Gas, F Hol-Bel, F Gas-MAO, F Iri S F Gas-MAO, F Eng S F Gas-MAO, F NAO S F Gas-MAO, A Par-Gas
Italy(Tully?): NMR!!! A Mar H, F Spa(sc) H, F Por H, A Pic H, F MAO H/d/ retreat Bre, NAF, OTF

- 1) Dick Martin is the new Austrian player as Robin Wagner NMRed twice in a row.
- 2) The standby for Italy is: Kevin Mooney, 216 Charles St., Westfield, NJ 07090.
- 3) Summer & Fall 1910 orders are due Friday, November 13, 1981.

NO PRESS AS USUAL.

DIPLOMACY

By Steve Simon

What's in a name? For example, suppose that the game of "Diplomacy" had instead been named "War." Well, certainly the game does relate to war; but that's not what sets it apart from other games. The game of "Diplomacy" is unique because of the way that it involves the art of diplomacy. (There is no other game providing nearly the diplomatic content that "Diplomacy" does.)

It follows that if you want to be successful in playing the game of "Diplomacy," you must develop skill in the art of diplomacy. As in most arts, skill in diplomacy is part talent and part craft. Talent cannot be learned, but craft can be. Most of this learning must come by experience, but to some extent it's possible to learn from the experience of others. If you would like to learn anything from my experience, you should just keep on reading thi article.

The goal of your diplomatic endeavors must be to induce your correspondent to trust you. Ideally, you want him to do everything that you say because he believes that by doing so he will become the winner of the game. This, of course, is nothing but an ideal and is never encountered in actual play. Nevertheless, it's important always to keep in mind what your ultimate goal is, even though you realize you will never achieve it. In fact, if it ever appears that you have achieved this goal, watch out. If it looks as though you have another player eating out of your hand, you're likely just being set up for a stab.

Bearing in mind that your goal is to cause the other player to trust you, what sort of things should you write in order to do this? I have prepared a list of nine suggestions; you can probably think of others. These are only general rules. Obviously they all have exceptions; but I believe that in most cases they are valid:

(1) Be future-oriented. It's not as persuasive as you might expect, to argue that your plan has worked well in the past. The past is just prologue. Each game is different, and your correspondent knows this. Therefore, your letter should stress the reasons why your plan is likely to succeed in this game, without reference to what might have happened in other games.

(2) Go into details. never leave it up to the other party to fill in any gaps. don't just say, "Let's set up a stalemate line." Instead, you must point out exactly what stalemate line you have in mind and how that line can be held against any attack. If you don't do this, you shouldn't expect anyone to take what you say on faith. But if you do present the details to him, your correspondent will have to admit that you are telling the truth , and he will come to trust you.

(3) Be consistent. Consistency is very reassuring and causes people to trust you. Don't first advocate attacking Russia and then switch to advocating an attack on Italy. If you do this, the reader will probably suspect that your next switch will be to attack him.

(4) Don't be afraid to suggest unusual ideas. Novelty is attractive to people. If you don't want the French F Nat to move to Mid, go ahead and ask Monsieur to move it to Nwg in order to attack Scandanavia. You might be pleasantly surprised to see him follow your suggestion.

(5) Be the "firstest with the mostest," but if you have to choose, it's more important to be the firstest. If your letter is the first one your correspondent receives that month, he will compare all of his other offers to yours. Further, he may subconsciously be flattered by the illusion that you consider him to be the most important player. (He'll think you wrote to him first, but actually you wrote to all of the players just as soon as you read the moves in the zine.)

(6) Don't try to convince anyone that you don't want to win. Everybody wants to win, and nobody will believe you if you say you don't.

(7) Never hint that you think you can win. This is the corollary to number(6). One time a player wrote to me saying that he planned to stab his other ally, but that I shouldn't worry because he didn't believe in stabbing unless it gave him a chance to win.

Well, it was easy for me to see from this that he must be expecting to have a winning position after his stab. So, naturally, I stabbed him to prevent that from happening.

(8) Be personal. Address your correspondent as if he were your most important ally and as if his role is vital to your survival in the game. (This shouldn't be hard to do, because as a matter of fact it's the truth. I believe that it's difficult to win a game of "Diplomacy" unless all of the other players are doing more or less what you want them to do. Even a single renegade can spoil your well-laid plans.)

(9) Be tactful. For example, try to find something about your correspondent that you can compliment. Don't worry about being sincere: most people will believe anything good that's said about them. Furthermore, your correspondent will undoubtedly admire you for your perceptiveness, and he will trust you.

Well, I hope that you have enjoyed this bit of instruction in the diplomatic craft. These ideas can really work: trust me.

DEMO GAME PRESS AND COMMENTS FROM PAGE 8.

DEMO GAME PRESS AND COMMENTS FROM PAGE 8.

Ankara to Berlin: Turkish communications blackout! I haven't heard from you either, you know.

Turkey: As a matter of fact, I haven't heard much from anybody....

Rome: "Wrong Way" Orofino was last reported to be in Piedmont where people said that he had passed through with great speed, driving in reverse. It is not known how he manages this feat.

Naples: A research group aboard the Ionian fleet reported that the preliminary stages of the search for Atlantis are going well and that they expect to begin the search in the Ionian itself immediately.

COMMENTS

No NMRs so far. That's good because that means no one will be at an unfair disadvantage. That's good because a lot of wars are brewing and they should turn out to be good ones. A lot of fleets were built all over the place. In the west that spells t-r-o-u-b-l-e for England. Fleets popped up in Brest and London indicating a struggle for the Channel. Not only does the English Navy have to contend with that, there's also that new German fleet in Kiel. Unless Ken can do some pretty fast talking he's got a lot of defensive moves ahead of him. His army may never even reach the mainland. Bad news for England can only mean good news for Russia in the north. Will the Bear try to grab Norway and hasten the Yank's demise or will he opt for non-aggression and concentrate on the south or will he end up defending himself from a combined German/Austrian onslaught?

In the east, it looks like a battle for the Aegean but I doubt these oriental navies can get their act together enough to produce a good war. The east will take time to sort out. Since France declined a build Italy might turn west to try to take advantage though I don't think it would work.

Anyway, I see R/T vs A/I, F vs E with Germany choosing between E & R for his victim. If anyone else has anything to say about this game please don't hesitate to put your 2 cents worth in. All you have to do is write to me. Till next time guys.

FILLERFILLERFILLYFILLERFILLERFILLERFILLERFILLERFILLERFILLERFILLERFILLERFILLERFILLERFILLER

MY STAND BY LIST: Dick Martin, Mark Lew, Kevin Mooney, Dave Carter
Did I miss anyone? If I did please let me know! I could use some more.

MY TRADES (in no particular order): DIPLOMACY BY MOONLIGHT, BOHEMIAN RHAPSODY, DOT HAPPY, IRKSOME, BRUTUS BULLETIN, BLACK FROG, RATALIATION, THE CHAMBER, DOGS OF WAR, EUROPA EXPRESS, SLEEPLESS KNIGHTS, KLEPTOMANIA

THE LETTER PAGE I

Dear Don,

First time I've composed at the typer in a DONG time.

I do remember writing you something last month but your lack of receipt thereof is probably more the fault of my carnivorous bedroom than the USPS. Speaking of my room, guess what I just unearthed. Righto, my R2 orders, I hope I had backups in. Sorry for depriving you of your ~~letter~~/letterpage, so I'll give you two of them this time.

You shouldn't promise things you can't necessarily provide, like what if I had died in a car crash, then what would you do? If you're adamant about giving it up to Mills, I think you're a turn too late. If my memory serves me, if you gave him your centers, he'd ~~had~~ have 17: A stalemate, but no win. This is assuming my probable NMR doesn't fuck everything up. R2 gets a lot of mention here. Well deserved, since it's ignored in Ret despite being the most interesting game therein right from the start. 80B doesn't show anything. It's just a fluke/freak.

Oh my GOD!!! Manuel is in this one too!!! BB, VCD and H&M are all invaded by Manuelism. Irksome, that's the zine for me, but he has no letter column.

Where do you get your address list for samples. All of your enthusiastic novices amaze me. To think that I was one of those ones...

Lessee, it's traditional for me to talk about AK here and luck would have it that there's an election (actually, I just kept putting this off and finally decided I'd better write it before I get the results.) Though it's a mayoral election, it really is interesting. First off there's no republicans or democrats; something about Alaskans in that they have an aversion to party identification. There's actually 8 candidates even though 95% of the vote will go to three. Of the other five, there are some real characters. One is a fresh out of jail dope peddler who is carried away by the police at all of the "debates" which are invariably more entertaining than the sitcoms (or so I'm told, poor old Nanook can't afford a TV). Another is an Alaskan old-timer (read, senile) who wants a bomb shelter in every house, and to pave all the roads with steel to avoid the potholes. Another is a local singer/entertainer who is trying to pick up the "night club vote" and is running on an anti Moral Majority platform; this guy is just trying to get the highest vote of the "also-rans". Another one is also on an anti MM kick, and the 5th escapes my mind entirely.

Of the real candidates, there is one ~~black~~ conservative (quote: "he might be surprised on election day when all the republicans figure he'll win and skip the polls electing instead to kill Silver Salmon on the Kenai"), one liberal (quote: "I hear there's going to be some left-wing environmentalists here" "Where?") and a wishy-washy/open minded depending on how you look at it. The first two are pretty close leaving the third a bit behind though he's got enough of a following to make an upset POSSIBLE. I expect the conservative to come out ahead, but the wishy-washy will get enough votes for a run-off which will be won by the liberal. Naturally I campaigned for the liberal like a good Democrat who (the candidate, that is) oddly enough, ~~is~~ comes from Oklahoma and looks/talks sort of like Jimmy Carter. (Don't laugh, the conservative looks like Nixon)

The issues are basically what to do with our oil revenue money. Somewhere along the line it was decided to spend it, rather than save it. The idea to divvy it up amongst ourselves was the one I liked but that died too. So now they're going to spend it on all these projects which truly does wonders for ghetto-boy Joe but "The only ones who get a bad deal are the poor and they're used to it", right? The whole thing is called "Project 80s" and the whole idea is to attract tourists, with the catchy phrase "Wild about Anchorage!" The logic is that you live here ERGO you like it here ERGO you are proud of Anch ERGO you want to show it off to others (Or is you're a businessman: you want to make big bux off these suckers) Propositions 3 through 9 are about which various projects we want and aren't spoken much about individually except for #5 which combines a 50 m indoor swimming pool, a marina at the port, improves sewage facilities and a memorial to the AK railroad all in one. Neat, huh Prop #10 is for a park which had already been decided on but apparently it's in the way of the Civic center and they'd have to find another place to put it, so now the rightwingers have this propaganda about how this one park destroys all of Project 80s which it doesn't of course but I wouldn't really mind if it did. Proposition #2 was thrown out for some reason #1 ~~is~~ has to do with a new law for when the bars have to close and this one is really funny because a bunch of bar owners have gotten together and called themselves "Citizens for an informed choice" and spread propaganda about how the whole thing is an evil plot set up by

((This was of course from Nanook himself, Mark Lew, somewhere in Anchorage, Alaska. DLS))

THE ~~LETTER~~ PAGE II

the Moral Majority and if we let them get away with this one, they might never stop, etc. The high point of this campaign was when they tried to run an ad which was so rude that the radio station wouldn't run it and they cried about how the MM was censoring public media. It seems that they're getting good response though because there's a lot of folk here who don't like MM, but there are a lot who do too....

Mark Berch Dtp: There's snow on the ground
I'll let you know who wins

The results aren't in yet but there's a few things I think I want to clarify: On #10 about the park. We've got plenty of parks up here as you may imagine, but this one proposed is to be on one block downtown, the only block not yet covered with buildings. If this doesn't go through, the nearest such place to downtown will be about 10 blocks away; that's what all the hubbub's about.

On ~~Walsh~~ the mayor campaign, ~~this~~ you may be wondering where the middle guy ("wishesywashy" I guess I called him) is getting his votes. The unions all endorse him because neither of the other two is very big on labor.

The current mayor isn't running again. He is getting his part of "Project 80s" in though. With lots of enthusiastic projects which seem to be mostly for him to be able to do something rather than because it's something Anchorage needs.

Result is almost as I thought, except Walsh (middle guy) didn't get quite as many votes as I expected so the results are so close that the absentees might ~~would~~ put someone over. The percentages of the normal votes are 39.5 for Hayes (conservative) and 38.8 for Knowles (liberal). Walsh got 20% and 1.7% went to the others with Matt Hammer (night club guy) in the lead (Why didn't I give you these guys names in the first part? oh well) Absentees will be counted by the 12th so I don't know If I'll know in time to send this letter, I'll have to check the 80th deadline.

((I always promise things I can't necessarily provide. Isn't that what Diplomacy is all about anyway? If you hadn't written and if I was hard up for filler I probably would've wrote to myself and signed your name at the bottom. That way I could stay in R2 no matter what. You should pay more attention to Retal. R1 is far more interesting than R2.

Whenever I see an address list in another zine I comb a few names out to send samples to. I also try to keep HAM listed in EGO. Can't see anything else in your letter to answer. Thanks for typing it and I'll see you next time, verdad? DLS))

From Dick Martin, 6103 Breezewood Ct., #202, Greenbelt, MD 20770:

Just a quick note on some stuff in HAM. Don't worry about our GM ratings, we'll get them to sign up for games. Supply is far greater than demand now, so it may be awhile.

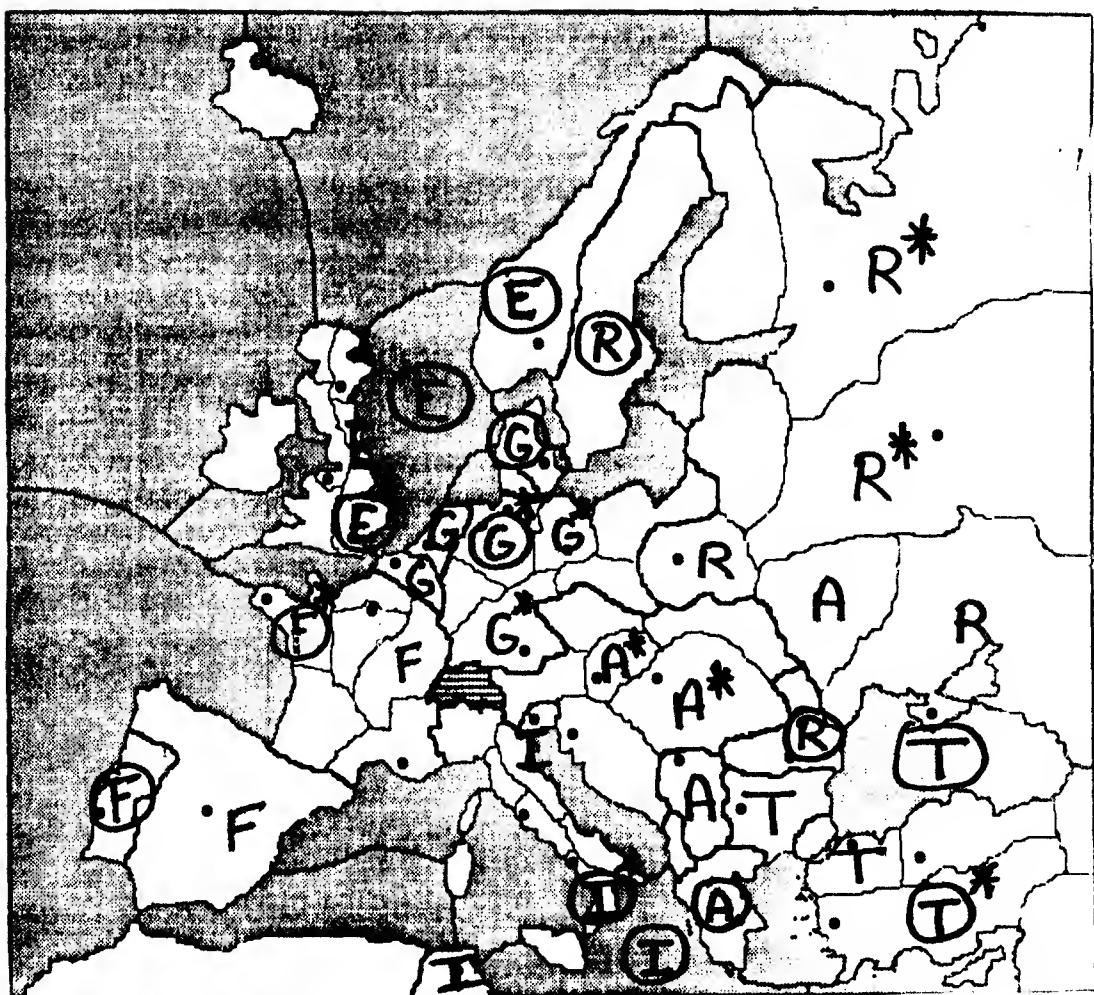
Dave Manuel is giving me a break. So nice of you, Dave. I think you should be taken out and maimed.

((I'll be patient about the games. I just hope the prospective players will do the same! DL
from Brian McMains, 39 Dorothy Lane, Kings Park, NY 11754:

I am very interested in becoming a standby in the event that a game should become orphaned by one of its players. As long as I don't have to pay any fees I would be willing to become a replacement.

((My policy regarding standbys is this: they pay no game fee but must maintain a sub to H & M. The rate is 55¢ per issue. However, I give standbys 1 free issue for each game year played as a standby. Also, you can get 3 free issues for each article you submit and I print. It is possible to standby in HAM for free but you have to earn it! I hope to hear more from you Brian. DLS))

Signed up for the next regular Diplomacy game: Ridcock and Wagner(?)
Five or six more to go. Anyone interested???



FLEETS PROVE MORE POPULAR
THAN ARMIES AS THE GREAT
POWERS GEAR UP FOR WAR!!!

WINTER 1901

Austria (Gray):
Builds A Bud, A Vie

England (Baker):
Builds F Lon

France (Simon):
Builds F Bre

Germany (Tuharsky):
Builds A Ber, A Mun, F Kie

Italy (Rowell):
Builds F Nap

Russia (Tully):
Builds A Mos, A StP

Turkey (Martin):
Builds F Smy

NEXT DEADLINE IS FRIDAY,
NOVEMBER 13, 1981.

YOUR SPRING 1902 ORDERS
ARE DUE THEN.

SEE PRESS BELOW

London to all: France reported not receiving my first post card or my letter. My letter sent to Ger was returned by the Post Office with a yellow tag: "Return to Sender not Deliverable as Addressed Unable to Forward". I received a card from Joe (Ger) post marked 9-16-81; the date on the yellow tag was dated 9-17-81. Has Ger moved? Is this a large scale Post Office conspiracy? Anyone else having similar difficulties? All in all an interesting start to a Demo game!

MORE PRESS AND COMMENTS ON PAGE 5.

MORE PRESS AND COMMENTS ON PAGE 5.

HOOF & MOUTH

Donald L. Sigwalt
125 Hebard St.
Rochester, New York 14605
(716) 232-1879

See page 1

FIRST CLASS MAIL

Rod Walker
"Akala"
123 Crest Dr
Encinitas, California



92024